

VaxProxySDK & VOICE CONFERENCE

VaxVoice Proxy SDK is SERVER based VoIP solution. In which, you run the VaxVoice Proxy Server over a dedicated IP machine, VaxVoice Proxy Clients connect to it and have real-time multiuser voice conference.

It makes voice session 100% possible and works in all those scenarios without router end configuration, when peer-to-peer application becomes fail and requires port forwarding at the router end to listen the incoming connection requests.

VaxVoice Proxy SDK fully support both NAT Hole-Punch & NAT Traversing technologies; it joins two or more persons for voice session very intelligently under the following scenarios:

- If peer-to-peer connection is possible then start voice session over the direct peer-to-peer connection.
- If peer-to-peer connection is not possible, then start voice session through proxy server.

It really does not matter if any person is behind the router or NAT, that person can easily connect and participate in the voice conference by using your Proxy SDK's integrated application.

Just like Extended SDK, it supports client side voice mixing and is a best solution for small personal real-time voice conferences.

Steps to initiate the Voice Conference:

- Person A, B & C execute the application containing the VaxProxy component.
- Person A starts the voice conversation to person B.
- Person A & B successfully connected and having voice conversation.
- During the conversation, Person A or B sends Add Conversation request to Person C **OR** Person C can connect to Person A or B in order to join the conversation.
- All of them having conference using headphones/speakers and microphone.

Sequence of Method Calls:

PERSON A	PERSON B	PERSON C
Initialize	Initialize	Initialize
RegisterToProxy	RegisterToProxy	RegisterToProxy
Connect		
OnStatusEvent: 51 (51 = CONNECTING)	OnConnectionEvent	
	AcceptIncomingCall	
	OnStatusEvent: 51 (51 = CONNECTING)	
OnStatusEvent: 53 (53 = CONNECTED)	OnStatusEvent: 53 (53 = CONNECTED)	
Successfully connected and having Voice Conversation		
	AddInConf	

	OnStatusEvent: 61 (61 = ADDING)	OnAddConferenceEvent
		AcceptAddInConf
		OnStatusEvent: 61 (61 = ADDING)
	OnStatusEvent: 62 (62 = ADDED)	OnStatusEvent: 62 (62= ADDED)
OnStatusEvent: 62 (62 = ADDED)		OnStatusEvent: 62 (62 = ADDED)
Successfully added and all of them having Voice Conference		

* For more information about methods, see the *Method Details Document* *